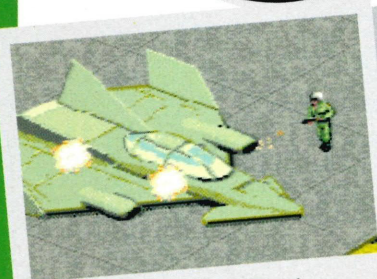


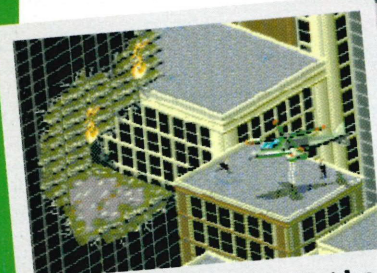
++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE!

URBAN STRIKE

**TOP
SECRET**



● All-new on-foot missions added to the Strike gameplay!



● Take control of the 21st Century Mohican Stealth helicopter!



● New enemies to conquer with even more powerful weaponry!



FREE WITH ISSUE 10 OF

SEGA
MAGAZINE
AMERICA'S ONLY OFFICIAL SEGA MAGAZINE

++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE!

**TOP
SECRET**



WELCOME TO URBAN STRIKE!

There is a vast range of superb shoot 'em ups on the Megadrive, ranging from the immense playability of Hellfire to the technical accomplishment of newcomer Zero Tolerance. But there is one range of games that eclipses them all - and that is EA's Strike series.

Desert Strike redefined the console shoot 'em up, with its isometric viewpoint and involved strategy elements. The game was an instant hit and a sequel loomed. Jungle Strike was one of the very first 16-meg games and proved to be the summer hit of 1993. Basically, it took Desert Strike and gave players everything they wanted from a sequel. More blasting. More vehicles to control. More campaigns. At the time it was rated as one of the best blasters ever... and deservedly so.

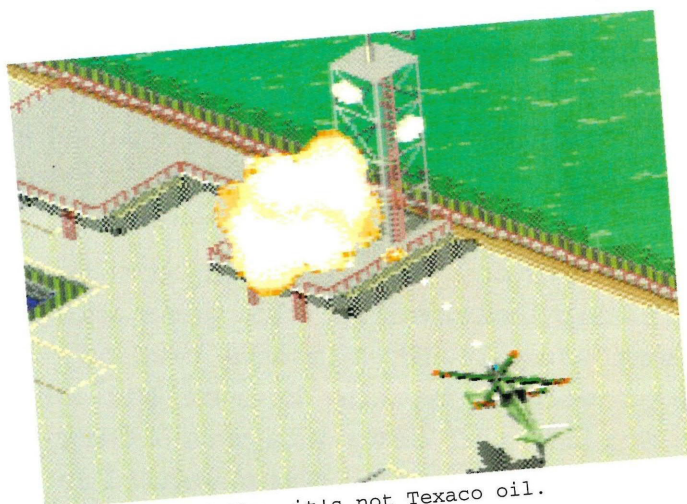
Urban Strike is this year's chapter and looks like being as much of a success as its illustrious predecessors. In our never-ending quest to secure the greatest coverage for the hottest games, SEGA MAGAZINE brings you an exclusive look at the latest Strike game in the form of this top-notch 16 page book, and inside the magazine proper we bring you the exclusive review of what could well be the best blaster ever.

RICHARD LEADBETTER

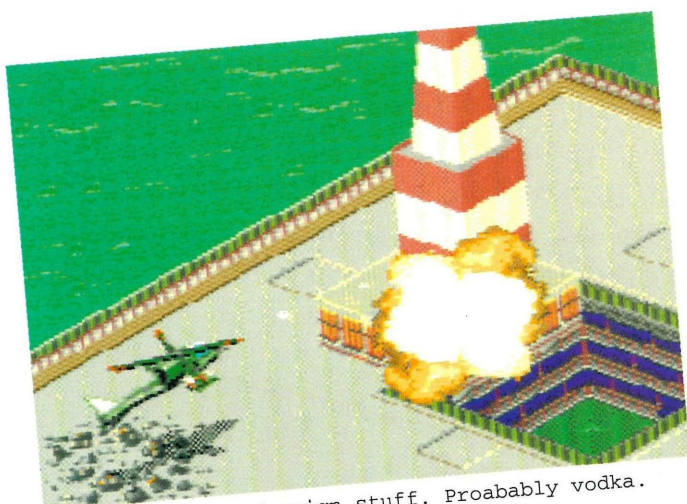


INTRODUCTION

It is the early 21st Century and the United States of America faces its deadliest challenge yet. A ruthless multi-billionaire madman named H R Malone has used his fortune to purchase key areas of the US and Mexico. Now he is planning to take over the entire country with the aid of military personnel who were made redundant after the end of the Cold War. Obviously, the Pentagon are not going to allow this to happen. Consequently, they've brought in their best man to deal with the situation single-handedly. Of course, that someone just happens to be you, the commander who successfully completed both the Desert and Jungle campaigns some years back. This is definitely the biggest and most deadly Strike mission yet, with ten campaigns set all over the States, from Hawaii to New York. And what's more, behind the faceless Malone Corporation lurks an old enemy with a score to settle... and a Middle Eastern country's worth of military weaponry to settle it with...



Don't worry folks, it's not Texaco oil.



Just some cheap foreign stuff. Probably vodka.



SO WHAT'S NEW

From what you can see in the screen-shots, it's clear that the basic game-play behind Urban Strike remains much the same as the previous Strike titles. However, the game's engine has been tweaked and expanded upon. It's now possible to use the winch to carry objects about and place them wherever you want. You also have the ability to "jink" your helicopter, which basically means that you can move about horizontally without rotating your chopper. Six-button joypad owners benefit from easier use of these new features, but you can pull off all of these manoeuvres with the basic three-button pad too.

The game is also much bigger than Jungle Strike, despite the fact that it's still a 16-meg cartridge. Jungle Strike had nine campaigns - Urban has more, and each mission is a lot more involved than ever before.



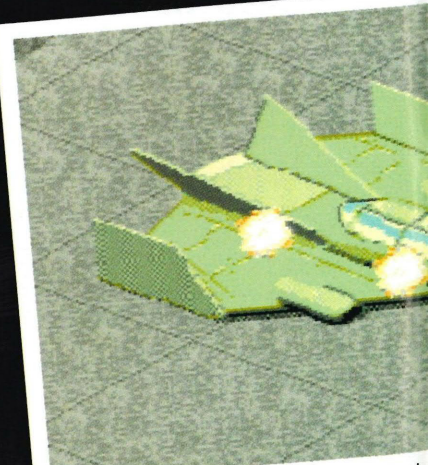
See the whites of the



Take out bridges in Haw

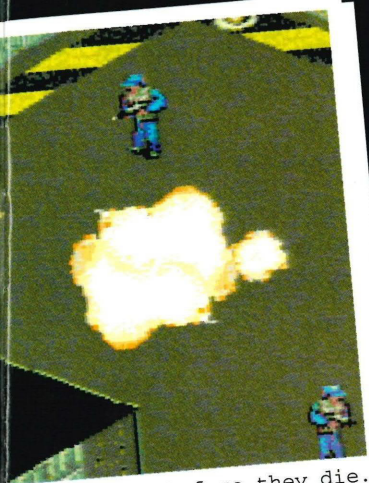
THE ON-FOOT M

The Baja Oil Rig, San Francisco and Las Vegas campaigns have all-new indoor sections. Here, it's your job to patrol the isometric 3D scrolling levels using your all-purpose combination machine gun/missile launcher. The hazards to overcome include cannons, troops and more cannons. The troops fall after a few shots. The cannons are a lot deadlier, but nothing a few well-placed missiles won't deal with.

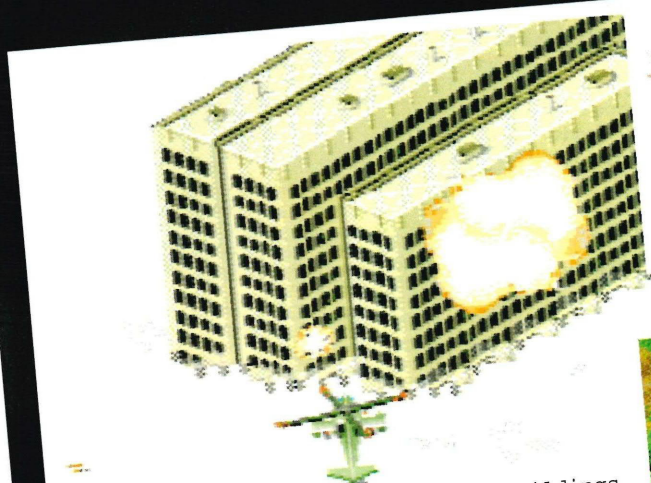


Look at that shoddy non-Ameri

V?



enemies eyes before they die.



Jig left and right to rip through buildings.



I'll bet those dirty beat-niks are behind all this.



Don't worry. I don't think any Americans were in there.



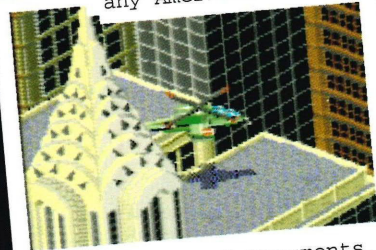
aii!



Destroy outposts in Mexico!



As many as you want, trooper.



Destroy National Monuments. Woah! Just kidding, soldier.

MISSIONS



can work. Disgusting.



They may look human, but they have vodka for blood.



Or maybe it's Ribena. It's so hard to tell these days.

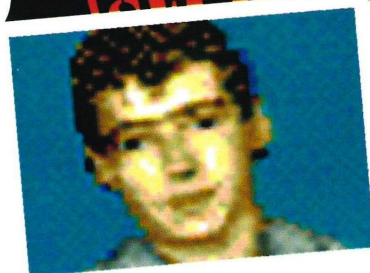
CO-PILOTS

TOP SECRET

Urban Strike, just like its predecessors, gives you a choice of co-pilots to help you blast your way through Malone's forces. These people control the accuracy of your weapons as well as the collection of supplies with the winch. Here's the full list of co-pilots within the game.



● **CODENAME: OUTBACK**
REAL NAME: Jim Flaherty
ORIGIN: Australia
DETAILS: He likes an occasional "flutter" on the horses, but he never gambles with people's lives. One of the best winch operators in the game.



● **CODENAME: FREEPERSON**
REAL NAME: Simon Freeman
ORIGIN: United Kingdom
DETAILS: Guns. He loves 'em. In fact, any sort of high calibre weaponry gets the thumbs up from him. An excellent sharp-shooter, although his winching skills aren't quite up to the same standard.



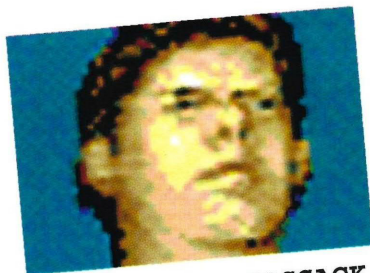
● **CODENAME: STINGER**
REAL NAME: Atsuko Matsumoto
ORIGIN: Japan
DETAILS: Years of smuggling have given Stinger a bizarre "sixth sense" that enable her to winch people up and shoot with unnerving accuracy at the same time. She is currently missing in action.



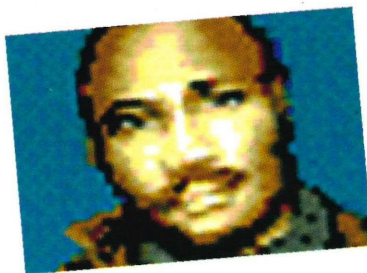
● **CODENAME: BRAVO**
REAL NAME: Willy Aguillar
ORIGIN: Nicaragua
DETAILS: Bravo is probably the first co-pilot you'll fly with. Originally a freedom fighter in Nicaragua, Bravo now uses his incredible sharp-shooting skills for the benefit of the USA. Not a rapid shooter, and only average with the winch.



● **CODENAME: LEGAL**
REAL NAME: Jill Fishbein
ORIGIN: Israel
DETAILS: Currently missing in action, which is quite a shame. Legal is incredibly adept with just about any form of aircraft-mounted weaponry. As the game says, "she makes good pilots look great and leaves bad guys full of holes". Fair enough.



● **CODENAME: COSSACK**
REAL NAME: Peter Demetri
ORIGIN: Russia
DETAILS: Oh dear. Cossack's watched one action film too many. He's fast on the draw and physically strong, but severely lacking in the concentration department...



● **CODENAME: LONG-HAUL**
REAL NAME: Mark Douglas
ORIGIN: USA
DETAILS: Of course, being a true American, Long-Haul would have to be the best co-pilot in the entire game... and he is. Superb with the gun and excellent with the winch, he's the guy that smart pilots take with 'em. Unfortunately, he's been captured by Malone and currently lurks behind bars in Alcatraz!



● **CODENAME: NEW GUY**
REAL NAME: Erich Newhauser
ORIGIN: Germany
DETAILS: New to the team and totally inexperienced in battle conditions, but should perform well with an experienced Strike pilot.

VEHICLES AND POWER-UPS

One of the best parts of Jungle Strike was the ability to land your helicopter and make use of other forms of transport. Urban Strike has this feature too, with even more powerful weapons at your disposal.

MOHICAN HELICOPTER

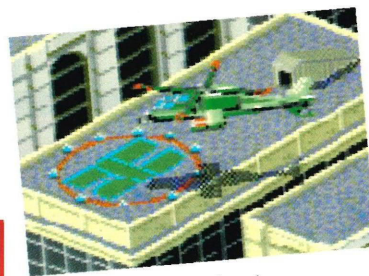
This is the vehicle that you spend most of the game inside. It's the most advanced chopper in the early 21st century, with incredible strike capabilities along with limited stealth abilities. This is the fastest, most manoeuvrable piece of kit in the entire game... it's a good job the enemy haven't got any!

TRANSPORT HELICOPTER

This massive, armoured behemoth is best designed to transport large amounts of people, making it essential for any rescue missions you might have to undertake. It can carry a maximum of 20 people. However, the tradeoffs with this 'copter are quite considerable. As you might imagine, it's not very fast or agile in the air, and its weapons are limited to cannons and hydra missiles. On the plus side though is its amazing armour. It can take a hell of a battering before it explodes.

GROUND ASSAULT VEHICLE

These awesome vehicles are perhaps the most powerful form of attack in the entire game. Although very slow and lumbering, the GAV has incredible levels of armour along with some excellent weaponry. If you have a six-button pad, you can even control the turret independently of the main vehicle, which is very helpful. To destroy enemy GAVs, you really need to steal one of your own... but you'll have to hot-wire the security circuits first...



Made in America!



Flown by Nixon!



Touched by God!

POWER-UP!

Powering up your vehicle is essential in finishing the missions. These supplies, dotted around the landscape (and often hidden in buildings), are very thin on the ground. Use them wisely.



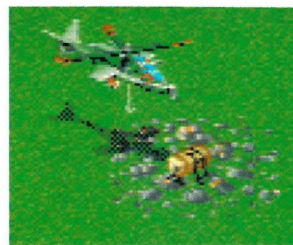
FUEL:

Your fuel tank contains up to 100 units of fuel. You can only carry one tank at a time, so leave fuel collection as late as you can... or else.



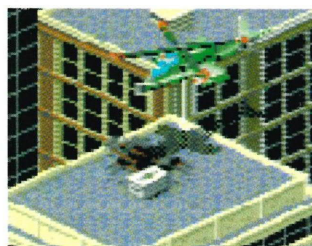
AMMO:

Stock up on hellfire, hydrazes and cannon shells by collecting these cases of ammunition.



SUPER WINCH:

Quite difficult to find, but very useful indeed. Collection of this case gives you a super-swift winch, which lets you pick up people and supplies approximately twice as quickly. Especially useful if you're retrieving gear whilst under fire.



ARMOUR REPAIR:

Depositing rescued passengers back at base is one way to increase your armour level. However, collecting these cases gives you an entire 1000 unit supply of precious armour cladding.



EXTRA LIFE:

Extremely rare, collecting this red-cross supplies box endows you with an extra life, which, as you'd imagine is very handy.

++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE!

CAMPAIGN TRAIL

Spread over ten massive campaigns, Urban Strike is the largest game in the Strike series by a huge margin. Here we take a look at each level and the terrors that H R Malone has lined up for you...

HAWAII

Take a trip to the sun-drenched isles and ready your trigger finger for some large scale blasting activity! The plastic surgeon who holds the key to Malone's true identity is in hiding and you've got to rescue him. But that's not all. Malone's force are stealing large mirrors for use on his satellite laser platforms AND his force of stealth submarines are in the area. Blast! Kill! Destroy them all!

BAD GUYS



● ZX4 GATOR GUNBOAT

Very difficult to spot the approach of these guys, and equipped with pretty powerful cannons.



Those roads - non-American.



Dirty terrorist vehicles.



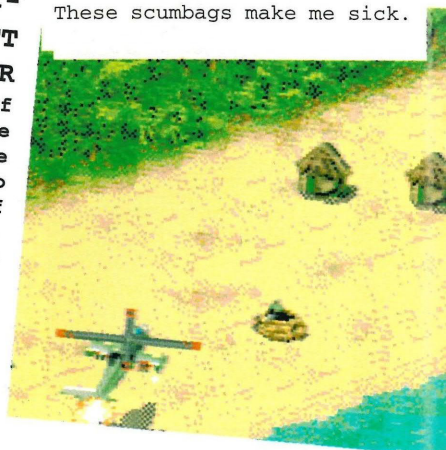
American ships turned bad!



These scumbags make me sick.

● ANTI-AIRCRAFT BUNKER

A waste of space, if the truth be told. Easy to take out if you want to, the cannon's noise is probably more upsetting than its destructive capabilities.

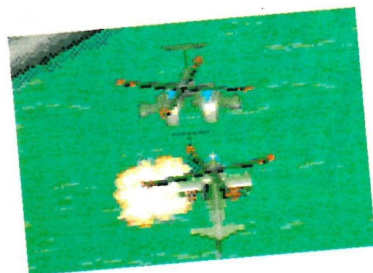


BAJA OIL RIGS



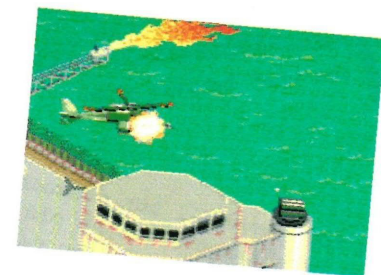
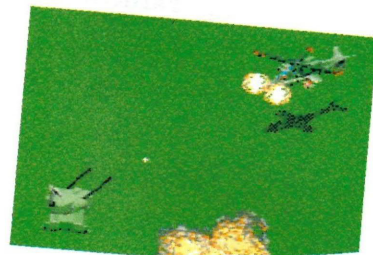
The full extent of Malone's plans remain unknown, but a full scale strike at his oil rig bases could yield results. Precision attacks are required to destroy the powerful cannons on each rig, but distractions in the form of a sinking passenger and a Russian sub in peril take up precious time. This campaign features the first in-door/on-foot mission as you enter Malone's main rig and destroy his stockpile of weapons.

BAD GUYS



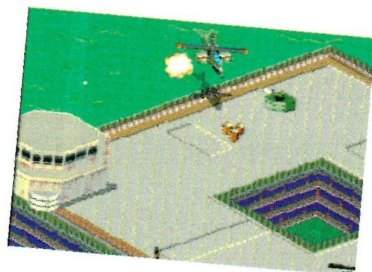
● SCORPION ATTACK CHOPPER

Small, vicious choppers with dual turrets and missile launchers. It's possible to pick out a pattern to their fire quite easily. Let rip with that cannon! Its missiles are deadly - ten times more powerful than the bunker fire from the first level.



● PHALANX MX

Mounted on the corners of the oil rigs are these persistent missile launchers. Not as powerful as the Scorpions, but capable of a far more rapid fire rate. Very deadly - take 'em out quickly.



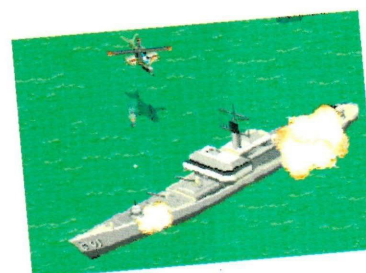
● ARMoured ANTI-AIRCRAFT BUNKER

Well armoured, its rapid fire cannon can cut your chopper to ribbons in seconds if you're not careful.



● X9 SEA SNAKE GUNBOAT

Just as powerful as the MX cannons, these gunboats are equipped with super-quiet engines that make their approach virtually undetectable... until they're right under you opening fire!

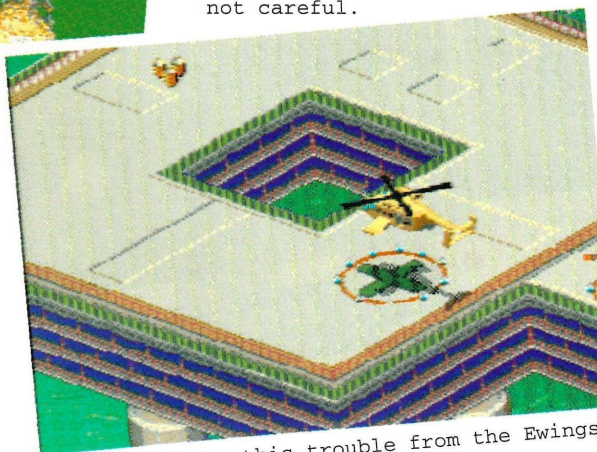


● DESTROYER

Armed with two powerful pit-ball anti-aircraft cannons, plus accompanied by air support, taking out this destroyer is going to be difficult...

● AAA MXL FLAK CANNON

Not especially powerful, although as part of a larger contingent, they could cause problems for your chopper.



You'd never get this trouble from the Ewings

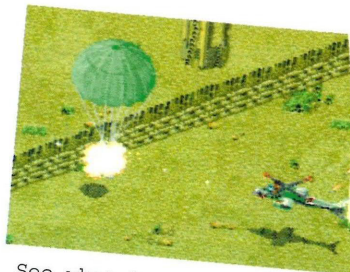


Baddies dead. Oil saved!

++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE!

CAMPAIGN TRAIL

Malone's oil rigs may have been destroyed, but the game is far from over. Now he's turned his sights on Mexico. Sure, they're not true Americans, but there's hope yet.



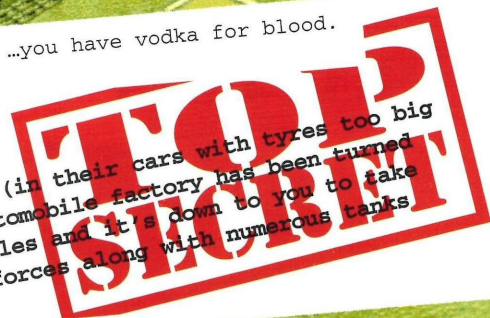
See what happens when ...



...you have vodka for blood.

MEXICO

The residents of a small Mexican town have all but evacuated (in their cars with tyres too big for the rims) and Malone's troops have taken over. An old automobile factory has been turned into a production facility for advanced ground assault vehicles and it's down to you to take it out. The town is protected by a troop camp for Malone's forces along with numerous tanks and suchlike. A daunting mission.



BAD GUYS



● AAA M FLAK CANNON

Pretty pathetic best sums up this cannon. About as threatening to your helicopter as John Inman.



● WMF ARMADILLO TANK

Not quite as well protected as the Land Shark, this tank is still extremely bad news, owing to its very powerful missile launchers.



● X-RAID WOLVERINE TANK

Extremely accurate, owing to sonic triangulation technology. It shoots bullets faster than your rotor rotates... extremely deadly.

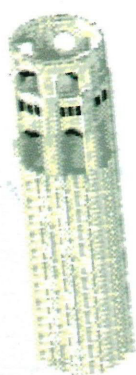


Ooh! That guy must have had paraffin in his veins!

SAN FRANCISCO

In the late '90s, Malone bought up the old Alcatraz prison along with the Presidio military facility. Now he's threatening to take over San Francisco in a carefully organised agenda of terror. First of all, he plans to destroy the Golden Gate and Bay Bridges, and then move his troops into the city proper. It's down to you to shoot the bombs off the bridges then destroy key Malone facilities throughout the city. Making things a lot more difficult is the presence of heavy fog, which clouds a lot of enemy troops. Secure a landing area on Alcatraz then pinch his secret plans in the second "on-foot" mission.

BAD GUYS

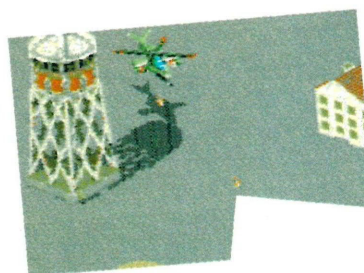
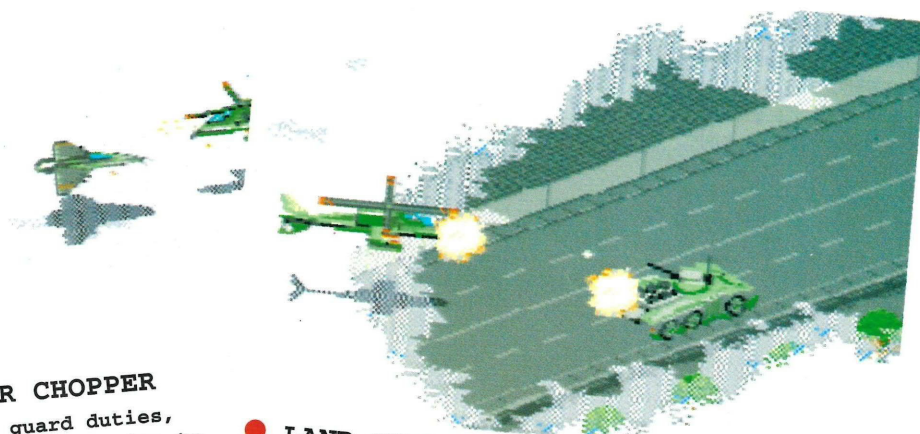


● AF 487 HOVER CHOPPER

Used by Malone for guard duties, the AF 487 is similar in design to the Scorpion choppers you'll have seen off earlier, but a lot swifter with a faster fire rate.

● LAND SHARK ARMV TANK

Fast, well armed Urban assault vehicle with very sturdy armour. Taking out one of these babies is going to take a whole lot of ordnance.



It's Alcatraz.



Goddamn it. When I see the beautiful buildings of our fair cities overrun by filthy cavemen, I just close my eyes and think of Nixon. The rest is easy.

Time to die. Heh heh heh!

++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE!

CAMPAIGN TRAIL

With Malone bringing the war into the major cities of the United States, the country has been plunged into a state of national emergency. How many hard-working Americans are going to suffer before this madman is stopped?

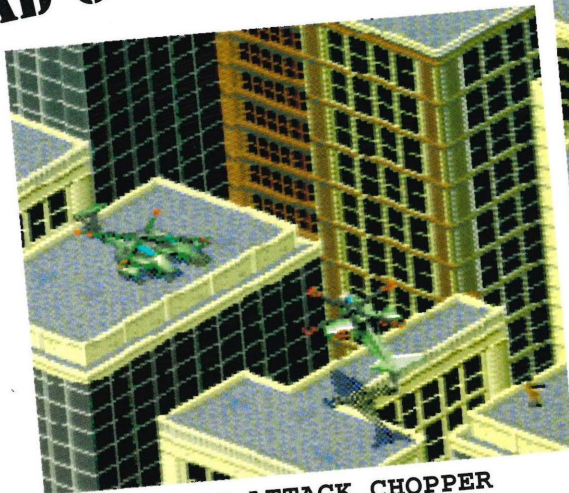


Reagan would choke on his apple pie for sure.

NEW YORK

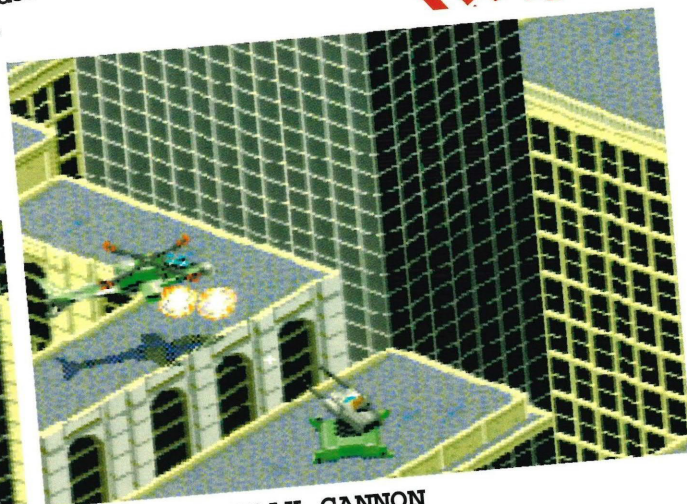
Malone has begun a full-scale terror campaign in the Big Apple. Using orbital lasers, he's striking at New York whilst his airborne forces fly in to cause as much devastation as possible. Not surprisingly, the panic amongst civilians isn't helping matters much. It's down to you to fly in and rescue civvies from damaged buildings and airlift them to safety. Use your weaponry to take out key Malone facilities and decimate his air forces. Oh, by the way, there's also a C4 bomb inside the World Trade Centre...

BAD GUYS



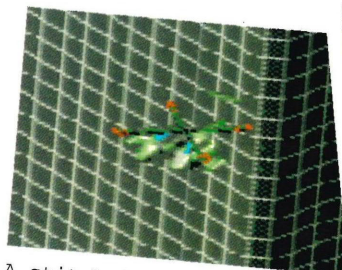
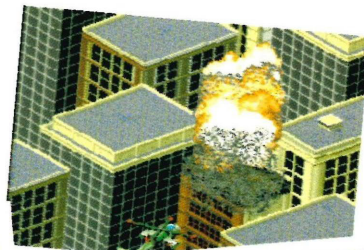
● SCORPION ATTACK CHOPPER

Just as much of a problem as they were earlier, but now there are more of them... many more.



● AAA MXL FLAK CANNON

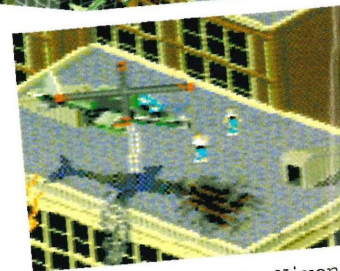
It fires very large shells. And it fires them rather quickly. Blast them before they, er, blast you.



A stitch in time saves nine



The nine members of the security council!



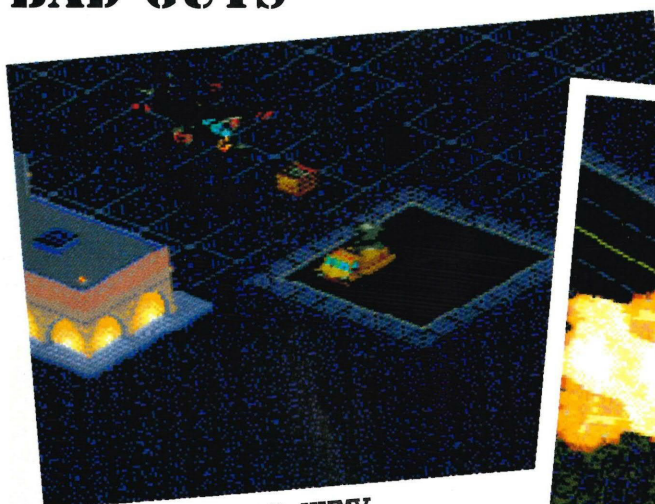
And remember, vote Nixon the next election, citi...

★ ★ ★ ★ ★
MINISTRY
SEGA
MAGAZINE
★ ★ ★ ★ ★

LAS VEGAS

It's coast-to-coast stuff here as you fly west to Las Vegas where (as you might imagine), Malone has formed a sizable military presence. In fact, he's used his hardware to seal off the city, while he uses his orbital laser satellite to strike at key military and political targets in the US. It's your task to rid the city of Malone's weapons before zeroing in on his base for the final conflict. Your trail leads to one of Vegas' many casinos, which is in fact one of Malone's secret bases cunningly disguised. Once that base has been secured it's up to you to find Malone's final bunker...

BAD GUYS



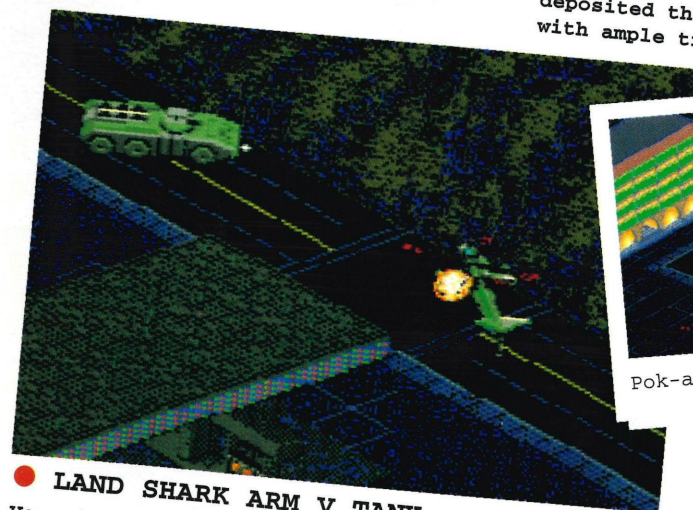
● XP3 BULLDOG HUMV

Very easy to destroy compared to the Land Sharks, but they're only used as support artillery.



● X-RAID WOLVERINE TANKS

Just as deadly as the Land Sharks, but not so many of them. Unfortunately, Malone's generals have deposited them at key strategic positions, coupled with ample troop support.

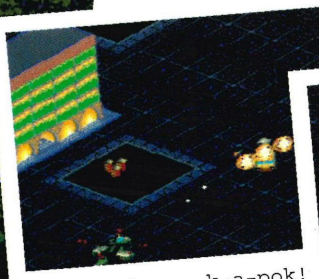


● LAND SHARK ARM V TANK

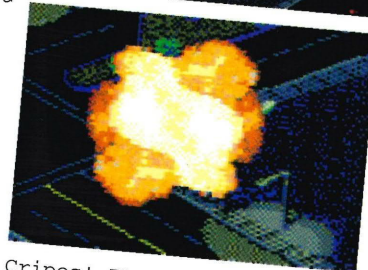
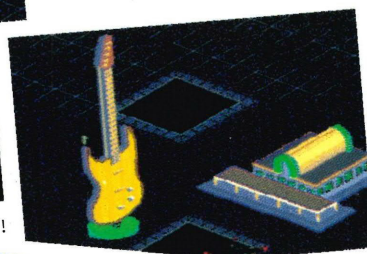
Very deadly, and unfortunately very common indeed. Extremely powerful hardware and the worst thing you'll have to face in this mission. Scores of these tanks are currently laying siege to Vegas' main strip.



A-hunka-hunka-burnin' love!



pok-a-pok-a pok-a-pok!



Cripes! It seems the King's blood is flammable too!

++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE!+++EXCLUSIVE

CAMPAIGN TRAIL

Malone's casino base is destroyed. But wait a subterranean railroad leads deep into the bowels of the Earth! There, the dreaded laser cannon resides, primed to destroy many innocent voters. Let the final conflict begin!

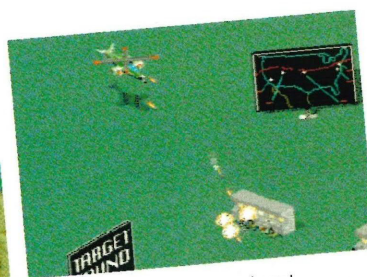
THE FINAL CONFLICT

Once you've managed to locate Malone's super secret military establishment, you'll have to hijack a helicopter and wreak revenge on the evil mastermind. However, this base is packed with just about every piece of weaponry imaginable... and it's all pointing in your direction!

BAD GUYS



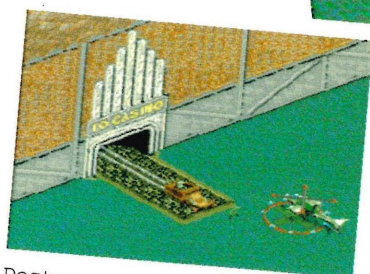
● What terrors lie deep in Malone's underground lair? The Old Gods? Aliens perhaps? Commies? We're not telling, but the experience is surely enough to turn your hair white!



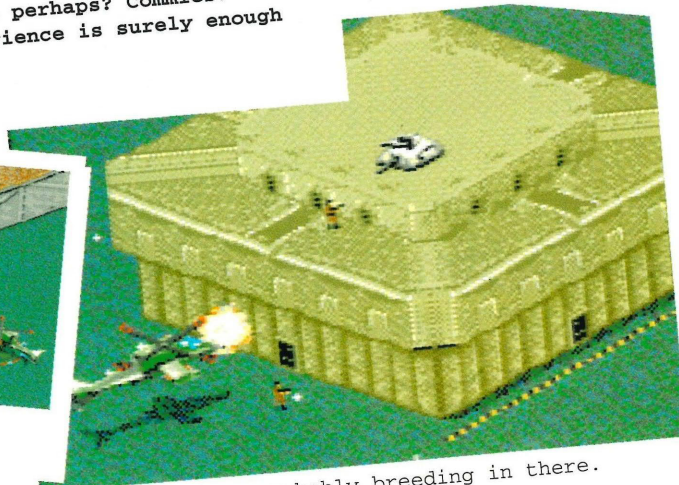
Must protect America!



All aboard for scumsville!



Destroy all cavemen!



My God, they're probably breeding in there.

★ ★ ★ ★ ★
MINISTRY
SEGA
MAGAZIN
★ ★ ★ ★ ★

**TOP
SECRET**



CREDITS

EDITOR: RICHARD LEADBETTER

DESIGN: JZDC

ILLUSTRATION: SEBASTIAN QUIGLEY

PRODUCT MANAGER: NICHOLA BENTLY

PUBLISHER: MARC SWALLOW

This entire supplement is offered FREE with issue 10 of Sega Magazine. It is not for resale. The contents are the copyright of Sega and Emap Images.
Urban Strike is the copyright of Electronic Arts.